BANDAI®

Item #3995Z
Ages 4 and up.

DIGITAL MONSTERS DIGIMON

Interactive DIGIVICE 2 Instructions

⚠ WARNING:
CHOKING HAZARD - Small parts.
Not for Children under 3 years.

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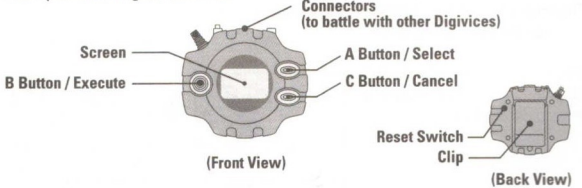
WHAT IS A DIGIVICE?

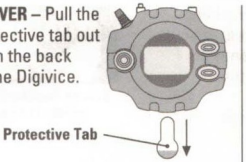
Seven kids are enjoying their summer at camp, when a mysterious object falls from the sky and transports them to a digital world called File Island. Digital Monsters called Digimon, some good and some evil, live on File Island. The kids befriend the good Digimon, who help them battle the evil Digimon. They soon discover mysterious digital devices, or DIGIVICES, that can help them! The Digivice is a magical little machine that makes the good Digimon digivolve to a more powerful Digital Monster.



Inside the Digivice there are seven different areas to explore with your partner Digimon. You must help your Digital Monster defeat the evil Digimon in each location! Watch your adventure digivolve before your eyes with the Digivice!

SETUP

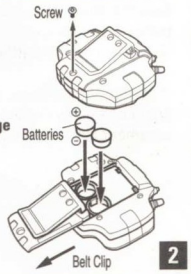
POWER – Pull the protective tab out from the back of the Digivice.



SOUND – While at the main screen, press buttons A and B at the same time. Press button A to switch sound ON or OFF. Press button B to select. **(NOTE: You will not hear the enemy alert beep if the sound is OFF.)**

HOW TO CHANGE BATTERIES – The Digivice takes 2 "LR44" batteries. Using a small screwdriver, turn the screw counter clockwise to loosen, then remove screw. Slide belt clip down, as shown, and remove. Remove old batteries and insert fresh batteries as indicated in illustration. **(NOTE: You will NOT need to change the batteries before using your Digivice for the first time.)**

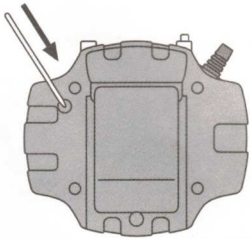
CAUTION: *Keep batteries away from children. Batteries may be harmful if swallowed.* ***NOTE:*** *Make sure you use two new batteries. Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.*



RESET

- Press reset before using your Digivice for the first time, or after batteries are changed.
- Press reset if commands are not working, if nothing appears on the screen, or if the Digivice is dropped on a hard surface.
- Press reset when you wish the game to start over from the very beginning.

NOTE: Do not press the reset button too hard with a pointed object. Do not press the reset button unless necessary, as the reset button will erase all records of previous games.



SELECT YOUR PARTNER DIGIMON

SELECT – After you press reset, opening animation will appear.

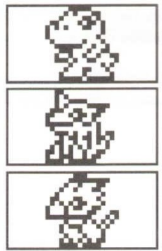
1. Press button A to show the selection screen.
2. Press button A again to scroll through the Digimon.
3. Press button B to select your partner Digimon.

(NOTE: If any button is not pressed for 10 seconds, screen will return to opening animation.)

AGUMON – Reptile Digmon.
Agumon is fearless and cheerful.

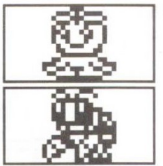
GABUMON – Reptile Digimon with fur.
Gabumon is a bashful Digimon.

BIYOMON – Bird Digimon.
She is friendly, but shy.



SELECT YOUR PARTNER DIGIMON (continued)

PALMON – Vegitation Digimon.
An easy-going Digimon.



TENTOMON – Insectoid Digimon.
He is talkative and has an accent.

GOMAMON – Sea Animal Digimon.
Mischievous and naughty.

PATAMON – Mammal Digimon.
Innocent and lovable.

SALAMON – Mammal Digimon.
Persevering and cute

COMMANDS

There are 6 important commands you need to know before playing: STATES, MAP, SLOT GAME, CARD GAME, MEDICAL, and V.S.

Press button A on main screen to select a command.
Press button B to execute a command. If any button is pressed for 15 seconds, the display will return to the main screen.
Press button C on any command screen to return to the main screen.

STATES – Check the state of your Digimon with this command. Press button A to choose which Digimon's state you want to see, then button B to execute.
(NOTE: Initially, only the state of your partner Digimon can be checked. When you find additional Digimon, this command works for any Digimon you have found.)

LIFE – Check the life power of your Digimon with this command. To check the life power of a Digimon that has digivolved to the next level, press button A when the life meter appears on the left side of the screen. When the meter is at 0, your Digimon loses the battle.

COMMANDS (continued)

ATTACK – Press button B to check your Digimon's attack power. The higher your attack power, the more damage you do to enemy Digimon during battle.

(NOTE: If your Digimon changes while you're checking LIFE or ATTACK status, the Digimon will be switched when you return to the main screen. Press button C if you don't want the Digimon switched.)

MAP – Shows which area you are currently in. A solid square (■) indicates a cleared area, an empty square (□) indicates an uncleared area. The blinking cursor shows your current location. All squares will be solid after you have played them. Press button A to choose the area you wish to play, then press button B to select. You can only travel back and forth between worlds that you have cleared.

SLOT GAME – Press button B to play Digimon Slot Game during your adventure. Game outcome affects number of distance needed to clear the area.

1. Press button A or B to activate both left and right cards.
2. Press button B to stop the left card.
3. Press button B again to stop the right card.

COMMANDS (continued)

SLOT GAME (cont'd) – The combination of cards that comes up is your score. If party good Digimon appear on both cards, you get extra distance as a bonus. If evil Digimon appear on both cards, you have to take extra steps to clear the area.

CARD GAME – Press button B to play Digimon Quick Match card game. Game outcome affects number of distance needed to clear the area.

1. Press button B and the 2 cards on the screen will start spinning.
2. After a few seconds, the 2 cards change into 2 Digimon.
3. Button A controls the right card and button B controls the left card. After both cards stop, if evil Digimon appear on the screen, press the corresponding button.

A round consists of 4 games. Game outcome is determined by the number of mistakes in a round.

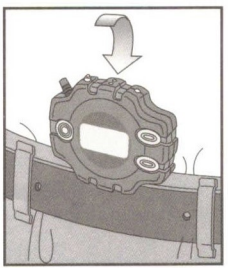
NOTE: Press button C anytime during SLOT or CARD GAME to cancel and return to the main screen.

MEDICAL – Use this command to cure your Digimon when wounded in battle (see p. 17). Your Digimon's steps will not count if he is not given medical attention.

V.S. – Digivice can be connected to another Digivice to battle with a friend (see p. 19).

WALK YOUR DIGIMON

After you select your good partner Digimon, you can walk him by attaching the Digivice to your belt and moving, or by shaking the Digivice. Your Digimon will start walking! **(NOTE: Make sure you attach the Digivice to your belt as shown below. Your steps may not match the steps of the Digimon. The screen will automatically go dark if no buttons are pressed for 3 minutes. Steps are counted even when the screen is not on. Press any button to turn on screen.)**



DIGIMON POWER

Digimon Power, or D-Power, refers to the number of power points you have.

DISTANCE – Press button B to view how many steps are needed to clear the current area.

STEPS – Press button B again to view total steps taken by your Digimon. Press button B again to view Digimon Power.

WINNING PERCENTAGE – Press button b again to view number of wins / V.S. battles.

DIGIMON POWER – Digimon Power is the power used for digivolving during battle. Every 100 steps taken by your Digimon earns 1 D-Power. If the Digimon's points fall too low, Digimon cannot digivolve (unless you are in a V.S. battle – see p. 19). Digimon Power will decrease after digivolving or losing a battle.

D-POWER –Digimon power can be saved up to 99 D-Power
100 steps – add 1 D-Power, Digivolving – subtract 3 D-Power
Lost battle – subtract 2 D-Power
Digimon power can be saved up to 99 D-Power

BATTLE

While walking your Digimon, you will hear a beep, which means that an enemy Digimon is near. If your Digimon is ready for battle, enemy Digimon will approach. Press button A or B to start battle.

Screen flashes when enemy is near!

Choose from the following battle commands: Fight, Digivolve, Party, or Escape.

Battle commands will be shown when battle starts. Select command by pressing button A, then press button B to execute. The battle takes up to 3 turns. With each turn, a battle command can be selected.

Press A or B to start the battle.

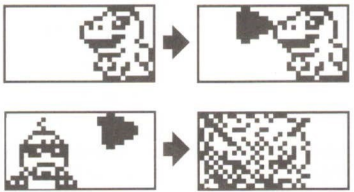
If you ignore the beep, or if you press the C button when an enemy Digimon appears, your Digimon will automatically lose the battle.

FIGHT COMMAND

FIGHT – This selection tells your Digimon to start attacking the enemy. When this command is selected, PUSH will appear on screen.

Press button A repeatedly to help your Digimon. If you press A enough, your Digimon will succeed in damaging the enemy Digimon. If your help is not enough, your Digimon gets damaged. **(HINT: The faster you press the A button, the better your result!)**

You may have to battle an evil Digimon up to three times in a row to defeat him.



(NORMAL) DIGIVOLVE

DIGIVOLVE – You will hear a beeping, then the screen will change from **READY** to **COUNT**. Shake the Digivice up and down to Digivolve. Your Digimon will successfully Digivolve if the Digivice is shaken right. Digivolving animation will appear on screen, then **PUSH** will appear. Press button A repeatedly to help your Digimon. If you do not successfully Digivolve, you will see the same Digimon on the screen and **PUSH** will appear.

Shake!

(NOTE: More than 3 D-Power points are needed to Digivolve your Digimon. This command can not be selected if there is not enough Digimon Power. The Digivolve command has to be selected at the second turn in order to digivolve to a perfect stage Digimon. Then, shake Digivice up and down, and your Digimon may digivolve to the perfect stage!)

For Warp Digivolving, Please see page 21.

PARTY DIGIMON

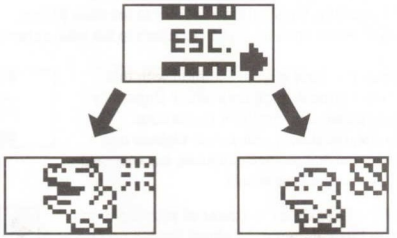
PARTY – This command allows you to choose a different Digimon to battle. Press button A to switch your Digimon, then button B to select. **PUSH** will appear on the screen. Press button A repeatedly to help your Digimon.

This command can not be selected if other Digimon are not joined. A previous Digimon cannot be selected if the Digimon has already been switched once.

After a battle, the last Digimon used will appear on the screen. Press button B at the **STATES** command screen to change Digimon.

ESCAPE

ESC. – Use this command to escape from a battle.
This will return you to the main screen without battling.
Your Digimon may get injured in the escape.

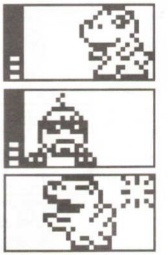


Success! Or...

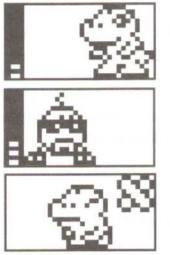
Failure...

RESULT

RESULT – You can win a battle by either: (1) bringing the enemy's **LIFE** gauge to 0, or (2) having the same or a higher **LIFE** gauge than the enemy.



Meter on the left shows Digimon has more life power than the enemy.



Meter on the left shows Digimon has less life power than the enemy.

PARTY DIGIMON – If you win the battle, any party Digimon captured by the enemy may appear on the screen. Press button A to see if you can rescue them.

MEDICAL

MEDICAL – Party Digimon will get injured and not walk under the following conditions:

- Losing a battle
- Ignoring the beep sound when an enemy appears
- Button C is pressed when enemy appears
- Selecting **ESC.** during a battle

Digimon lost the battle and needs a cure.

Your Digimon will lose D-Power, and steps will be added if he gets injured. Press button A for the **MEDICAL** command and button B to cure him and return to the main screen.

Cured Digimon!

(NOTE: Steps will not be counted if a Digimon is injured. Other commands can not be selected at this time.)

BATTLE VERSUS BOSS DIGIMON

After fighting evil Digimon and clearing all steps in your area, a Boss Digimon will appear on the screen. This battle can take up to 5 turns. Use the same battle strategy as all other battles. You have cleared the area after you win the battle with the Boss Digimon. You may proceed to the next area.

(NOTE: A Boss Digimon is stronger than an ordinary Digimon.)

V.S.

V.S. COMMAND – You can battle a friend by connecting Digivices.

1. Press button A to bring up **V.S.** on screen, then press B to select.*
2. When **COUNT** appears on screen, after **READY**, shake the Digivice up and down. The success of your character's Digivolving depends on how you have shaken the Digivice.
3. When **CONNECT** appears on screen, connect two Digivices by touching them together at their connector points. Press button B on either Digivice until **OK** appears. Pull devices apart. **(NOTE: If ERROR appears on screen after separation of Digivices, repeat steps 1-2.)**
4. Battle will start automatically on both Digivices. First Digimon to win four rounds wins the battle!**

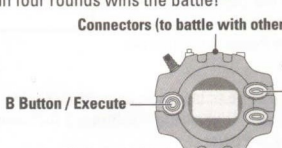
Select V.S. screen!

Ready to shake!

Shake your Digivice!

Connect to a friend's Digivice!

If you connect to the other Digivice correctly, OK will appear on screen.



*When connecting Digivice to Original Digimon Virtual Pet, press button A to select.

**Battle may consist of up to four rounds.

POWER SAVE

IMPORTANT: If you do not activate your Digivice for a long time, your Digimon will go into hibernation to save energy. The Digivice screen will go dark.

To wake up your Digimon, press any button on your Digivice. Your Digimon will return to the main screen ready to play!

WARP DIGIVOLVE

Your Digimon may digivolve into the mega stage if you have covered enough distance and achieved high enough winning percentage in the V.S. mode.

Your Digimon will warp digivolve automatically when you start to battle. This automatic mega stage digivolving will occur for all battles until a further coverage of 2000 steps unless you miss a battle call or when you meet the Boss of the enemy digimon.

When this occur, you can select warp digivolve by following the procedures on page 13. Warp digivolving requires 9-D Power points.

BANDAI®

Item #3995Z
Ages 4 and up.

DIGITAL MONSTERS DIGIMON

- **Choose your favorite Digimon to be your personal Digital Monster!**
- **Attach DIGIVICE to your belt and he walks with you!**
- **When an evil Digimon appears, DIGIVOLVE your Digital Monster to the next level of power!**
- **Connect with a friend's DIGIVICE to battle!**

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